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**Note** We are still working on improving the builds guide. We will be adding many more builds, improving the information for each build, and adding a section on how to use each build to its maximum potential. **Note**

**[PvE] Max DPS For Dungeons or Trials (Stamina Based)**

*Important Notes:* With this build you will be able to hit 17,000-30,000+ single target DPS depending on raid buffs and how many champion points you have.

**Loadouts:**

Bar 1 2H Sword:

1. Unstable Flame
2. Wrecking Blow
3. Executioner
4. Evil Hunter
5. Flames of Oblivion
6. Flawless Dawnbreaker

Bar 2 2H Sword:

1. Carve
2. Igneous Weapons
3. Forward Momentum
4. Evil Hunter
5. Flames of Oblivion
6. Standard of Might

**Champion Points:**

Red Points: Doesn’t matter where you put them

Green Points: Mostly stamina cost reduction and the rest in stamina regen

Blue Points: All in the Ritual, mostly in physical damage with some in armor penetration.
**Mundus Stone:**

- **The Warrior** – I am currently using the warrior to help bolster my weapon damage which adds lots of damage to all of my abilities, so for most people I would recommend going down this path.
- **The Tower** – More stamina=more damage and more abilities cast=good.
- **The Shadow** – This mundus stone might be a good pick once 30 points into The Ritual constellation have been obtained and our crit starts pushing 50%. I definitely want to try this later on to see what might be possible.
- **The Thief** – Can’t really recommend this. Yes, it provides more weapon crit, but with the way crit is now (10% base, 7% from precise, 10% from evil hunter, 10% from flames of oblivion and 12% from the Ritual), I’m not sure this stone can be justified on most characters. Perhaps as a stop-gap measure until you have 30 points into the Ritual?

**Skill Rotation:** (Coming Soon)

**Equipment & Items:**

7/7 pieces of medium armor

Weapon damage and then hp is the order of stats you want on gear because you can’t have 10k hp for a raid and hp from sets is better than hp from other sources. That being said the vicious ophidian is probably the best because 8% cost reduction is really good.

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[PvE] DPS For Dungeons or Trials (Magicka Based)

Important Notes: With this build you will be able to hit 14,000-25,000+ single target DPS depending on raid buffs and how many champion points you have.

Armor:

2x Valkyn Skoria (1x med, 1x heavy) – Head, Shoulders
4x Martial Knowledge – Hands, Waist, Pants, Boots
2x Torugs Pact – Chest, both Staffs

Jewelry:

2x Cyrodiils Light Rings
1x Random Necklace (legendary Healer Neck would be perfect)

Weapons:

2x Torugs Pact Inferno Staffs (Precise, Flame Damage Glyph)

Skills

Loadouts:

Bar 1 – Force Pulse, Burning Embers, Engulfing Flames, Structured Entropy, Sea of Flames or Inner Light. Ultimate: Shooting Star

Bar 2 – Eruption, Fire Ring, Spell Symmetry, Structured Entropy, Sea of Flames or Inner Light. Ultimate: Standard of Might

Champion System:

The Steed – 10 CP Spell Shield
The Lady – 14 CP Light Armor Focus
The Tower – 23 CP Magician
The Apprentice – 23 CP Elemental Expert

Glyphs/Enchants:

Armor : All Magicka
Jewelry: All Spell Damage

Weapons: All Fire Damage

[PvE] Main Tank For Dungeons or Trials (Stamina Based)

Racial Choices: I highly recommend choosing either Nord for Damage Reduction or Imperial for the stat bonuses.

Attributes:

I am aiming for 26.5K health with the food setup, seems OK for Trials and harder content but needs further testing to find optimal values. With the drink setup I have roughly 22.5K. In both cases, the rest of your stats should be distributed equally between Magicka and Stamina.

Mundus Stone:

Choose depending on what you need.

- The Lord – Increases Max Health by 1280.
- The Tower – Increases Max Stamina by 1280.

Champion points:

The Thief points are spent equally between the three stat regens.

The Mage can be spent however you want, for a DPS offspec.

The Lord points I put 10 in Block Reduction, and then 6-7 in each of the Damage Type reductions. You could go for Heavy Armor focus as well, but the returns are very small.

Gear:

This first setup, provides a little less regen but more Armor and the bonus from Malubeth. I recommend this for harder hitting bosses, especially physical ones.

This is the extra high regen setup, ideal for trash pulls and situations where you’re hit often but not as hard.

Skill Choices:
BAR 1 (SWORD AND SHIELD)

- Pierce Armor
- Structured Entropy or Green Dragon Blood
- Heroic Slash or Evasion
- Hardened Armor
- Defensive Posture
- Magma Shell (Ultimate)

BAR 2 (RESTORATION STAFF)

- Inner Rage
- Igneous Shield
- Extended Chains
- Green Dragon Blood
- Healing Springs
- Aggressive Warhorn (Ultimate)

Conclusion:

This is a bit of an unconventional build and I don’t know exactly how effective it will be in the long run, but I’ll update it as I go along and test more things.

I will be happy for any suggestions and/or feedback!

Builds We Are Currently Working On:

- [PvE] Duel-wield and Bow DPS (Stam Based)
- [PvE] Max Healing (Magicka Based)
- [PvP] Stamina Based DPS
- [PvP] Magicka Based DPS
- [PvP] Monster Tank Build